

Game Stocking surprises

Materials

- ✓ Copy of page 29
- ✓ Counters
- ✓ Dice

Language focus

- ✓ It's a...
- ✓ I've got...

How to play

1. Students play in groups of two or more following the rules below.
2. Students roll the dice. The one with the highest number goes first.
3. Students start at the toes of the stocking.
4. Students can move in any direction, they must always land on a picture.
If a student can't reach a picture with his dice number in one turn, he/she doesn't move. If the student lands on a candle, he/she has another turn. If the student lands on another player, he/she must go back to the start.
5. When a student lands on a picture, he/she names what it is (e.g. *It's a star*), then if it is correct, he/she must write it on the list (e.g. *I've got a star*). (Copy the list below for your students to fill in).
6. The game stops when the first player reaches the top of the stocking.
7. Count the points. The winner is the student who has the highest number of points.

Points

- Bell = 1 point
- Candy cane = 2 points
- Cracker = 3 points
- Christmas tree = 4 points
- Wreath = 5 points
- Star = 6 points
- Reindeer = 7 points
- Santa Claus = 8 points
- Candle = 9 points
- Present = 10 points

I've got _____	= _____	points
I've got _____	= _____	points
I've got _____	= _____	points
I've got _____	= _____	points
I've got _____	= _____	points
I've got _____	= _____	points
I've got _____	= _____	points
I've got _____	= _____	points
I've got _____	= _____	points
Total = _____		points

Game board

